

IN THE CLAIMS:

Please amend Claims 1, 8, 15, 22, 29, 30, 31, 35 and 36, as shown below.

The claims, as currently pending in the application, read as follows:

1. (Currently Amended) A communication apparatus comprising:  
a reception unit for receiving frame images generated from a plurality of communication terminals;  
an output unit for outputting the frame images received by said reception unit in order to display the frame images for each respective communication terminal on a display unit as multiple image displays corresponding respectively to each of the plurality of communication terminals; [[and]]  
a detection unit for detecting whether or not, for each respective communication terminal, a current frame image displayed by the display unit is updated by a next frame image being received by the reception unit; and  
a notification unit for causing the display unit to display, for each respective one of the multiple image displays, a symbol indicating an update state of the received frame images for the respective image display, ~~wherein the update state includes at least an updating state and a non-updating state, and~~ wherein the symbol is displayed on a predetermined area of the display unit at a time when the corresponding frame image is displayed,  
wherein said notification unit causes ~~display of~~ the symbol to be displayed in a first condition corresponding to ~~[[the]]~~ an updating state when the detection unit detects that a current frame image displayed by the display unit ~~a currently displayed frame~~

~~image~~ is updated by a next frame image, and causes ~~display of the symbol to be displayed~~ in a second condition corresponding to ~~[[the]]~~ a non-updating state when the detection unit detects that a current frame image displayed by the display unit ~~currently displayed frame image~~ is not updated by a next frame image.

2. to 4. (Cancelled).

5. (Previously Presented) A communication apparatus according to Claim 1, wherein the symbol is an icon indicating a corresponding one of the plurality of communication terminals.

6. (Previously Presented) A communication apparatus according to Claim 1, wherein said notification unit does not perform notification when the frame rate is high, and performs notification when the frame rate is reduced.

7. (Previously Presented) A communication apparatus according to Claim 5, wherein the symbol in the first condition is a flashed icon.

8. (Currently Amended) A communication method comprising the steps of:

receiving frame images generated from a plurality of communication terminals;

outputting the received frame images in order to display the frame images for each respective communication terminal on a display unit as multiple image displays corresponding respectively to each of the plurality of communication terminals; [[and]]

detecting whether or not, for each respective communication terminal, a current frame image displayed by the display unit is updated by a next frame image being received; and

causing the display unit to display, for each respective one of the multiple image displays, a symbol indicating an update state of the received frame images for the respective image display, ~~wherein the update state includes at least an updating state and a non-updating state, and~~ wherein the symbol is displayed on a predetermined area of the display unit at a time when the corresponding frame image is displayed,

wherein said causing the display unit to display a symbol causes ~~display of~~ the symbol to be displayed in a first condition corresponding to ~~[[the]]~~ an updating state when the detecting detects that a current frame image displayed by the display unit a currently displayed frame image is updated by a next frame image, and causes ~~the display~~ of the symbol to be displayed in a second condition corresponding to ~~[[the]]~~ a non-updating state when the detecting detects that a current frame image displayed by the display unit currently displayed frame image is not updated by a next frame image.

9. to 11. (Cancelled).

12. (Previously Presented) A communication method according to Claim 8, wherein the symbol is an icon indicating a corresponding one of the plurality of communication terminals.

13. (Previously Presented) A communication method according to Claim 8, wherein the notification is not performed when the frame rate is high, and is performed when the frame rate is reduced.

14. (Previously Presented) A communication method according to Claim 12, wherein the symbol in the first condition is a flashed icon.

15. (Currently Amended) A communication apparatus comprising:  
a reception unit for receiving a part or all of frame images generated from image generation units of a plurality of corresponding communication terminals by switching the frame images;

an output unit for outputting the frame images received by said reception unit in order to display the frame images for each respective communication terminal on a display unit as multiple image displays corresponding respectively to each of the plurality of communication terminals;

an assigning unit for assigning an arbitrary image display from among the multiple image displays;

a control unit for controlling a state of outputting of the image display assigned by said assigning unit; [[and]]

a detection unit for detecting whether or not, for each respective communication terminal, a current frame image displayed by the display unit is updated by a next frame image being received by the reception unit; and

a notification unit for causing the display unit to display, for each respective one of the multiple image displays, a symbol indicating an update state of the received frame images for the respective image display, wherein the update state includes at least an updating state and a non-updating state, and wherein the symbol is displayed on a predetermined area of the display unit at a time when the corresponding frame image is displayed,

wherein said notification unit causes the display of the symbol to be displayed in a first condition corresponding to [[the]] an updating state when the detection unit detects that a current frame image displayed by the display unit a currently displayed frame image is updated by a next frame image, and causes the display of the symbol to be displayed in a second condition corresponding to [[the]] a non-updating state when the detection unit detects that a current frame image displayed by the display unit currently displayed frame image is not updated by a next frame image.

16. to 18. (Cancelled).

19. (Previously Presented) A communication apparatus according to Claim 15, wherein the symbol is an icon indicating a corresponding one of the plurality of communication terminals.

20. (Previously Presented) A communication apparatus according to Claim 15, wherein said notification unit does not perform notification when the frame rate is high, and performs notification when the frame rate is reduced.

21. (Previously Presented) A communication apparatus according to Claim 19, wherein the symbol in the first condition is a flashed icon.

22. (Currently Amended) A communication method comprising the steps of:

receiving a part or all of frame images generated from image generation units of a plurality of corresponding communication terminals by switching the frame images;

outputting the received frame images in order to display the frame images for each respective communication terminal on a display unit as multiple image displays corresponding respectively to each of the plurality of communication terminals;

assigning an arbitrary image display from among the multiple image displays;

controlling a state of outputting of the assigned image display; [[and]]

detecting whether or not, for each respective communication terminal, a current frame image displayed by the display unit is updated by a next frame image being received; and

causing the display unit to display, for each respective one of the multiple image displays, a symbol indicating an update state of the received frame images for the

~~respective image display, wherein the update state includes at least an updating state and a non-updating state, and wherein the symbol is displayed on a predetermined area of the display unit at a time when the corresponding frame image is displayed,~~

wherein said causing the display unit to display a symbol causes ~~the display~~ of the symbol to be displayed in a first condition corresponding to ~~[[the]]~~ an updating state when ~~the detecting detects that a current frame image displayed by the display unit a~~ currently displayed frame image is updated by a next frame image, and causes ~~the display~~ of the symbol to be displayed in a second condition corresponding to ~~[[the]]~~ a non-updating state when the ~~detecting detects that a current frame image displayed by the display unit~~ currently displayed frame image is not updated by a next frame image.

23. to 25. (Cancelled).

26. (Previously Presented) A communication method according to Claim 22, wherein the symbol is an icon indicating a corresponding one of the plurality of communication terminals.

27. (Previously Presented) A communication method according to Claim 22, wherein said notification step is not performed when the frame rate is high, and is performed when the frame rate is reduced.

28. (Previously Presented) A communication method according to Claim 26, wherein the symbol in the first condition is a flashed icon.

29. (Currently Amended) A computer-readable storage medium storing a computer-executable program, said program comprising:

reception process code executable to receive frame images generated from a plurality of communication terminals;

output process code executable to output the received frame images in order to display the frame images for each respective communication terminal on a display unit as multiple image displays corresponding respectively to each of the plurality of communication terminals; [[and]]

detection process code executable to detect whether or not, for each respective communication terminal, a current frame image displayed by the display unit is updated by a next frame image being received; and

notification process code executable to cause the display unit to display, for each respective one of the multiple image displays, a symbol indicating an update state of the received frame images for the respective image display, ~~wherein the update state includes at least an updating state and a non-updating state, and~~ wherein the symbol is displayed on a predetermined area of the display unit at a time when the corresponding frame image is displayed,

wherein said notification process code causes ~~the display of~~ the symbol to be displayed in a first condition corresponding to [[the]] an updating state when the detection process code detects that a current frame image displayed by the display unit a currently displayed frame image is updated by a next frame image, and causes ~~the display of~~ the symbol to be displayed in a second condition corresponding to [[the]] a non-updating



state when the detection process code detects that a current frame image displayed by the display unit ~~the currently displayed frame image~~ is not updated by a next frame image.

30. (Currently Amended) A computer-readable storage medium storing a computer-executable program, said program comprising:

reception process code executable to receive a part or all of frame images generated from image generation units of a plurality of corresponding communication terminals by switching the frame images;

output process code executable to output the received frame images in order to display the frame images for each respective communication terminal on a display unit as multiple image displays corresponding respectively to each of the plurality of communication terminals;

assigning process code executable to assign an arbitrary image display from among the multiple image displays;

control process code executable to control a state for outputting of the assigned image display; [[and]]

detection process code executable to detect whether or not, for each respective communication terminal, a current frame image displayed by the display unit is updated by a next frame image being received; and

notification process code executable to cause the display unit to display, for each respective one of the multiple image displays, a symbol indicating an update state of the received frame images for the respective image display, ~~wherein the update state includes at least an updating state and a non-updating state, and wherein the symbol is~~

displayed on a predetermined area of the display unit at a time when the received frame image is displayed on the corresponding image display,

wherein said notification process code causes ~~the display of the symbol to~~ be displayed in a first condition corresponding to ~~[[the]]~~ an updating state when the detection process code detects that a current frame image displayed by the display unit a ~~frame image currently displayed~~ on the corresponding image display is updated by a next frame image, and causes ~~the display of the symbol~~ to be displayed in a second condition corresponding to ~~[[the]]~~ a non-updating state when the detection process code detects that a current frame image displayed by the display unit ~~the frame image currently displayed on~~ the corresponding image display is not updated by a next frame image.

31. (Currently Amended) A communication apparatus comprising:

a reception unit for receiving frame images generated from a communication terminal;

an output unit for outputting the frame images received by said reception unit in order to display the frame images on a display unit; ~~[[and]]~~

a detection unit for detecting whether or not a current frame image displayed by the display unit is updated by a next frame image being received by the reception unit;

and

a notification unit for causing the display unit to display a symbol indicating an update state of the received frame images, ~~wherein the update state includes at least an updating state and a non-updating state, and~~ wherein the symbol is displayed on a

predetermined area of the display unit at a time when the corresponding frame image is displayed,

wherein said notification unit causes ~~the display of~~ the symbol to be displayed in first condition corresponding to ~~[[the]]~~ an updating state when the detection unit detects that a current frame image displayed by the display unit ~~a currently displayed frame image~~ is updated by a next frame image, and causes ~~the display of~~ the symbol to be displayed in second condition corresponding to ~~[[the]]~~ a non-updating state when the detection unit detects that a current frame image displayed by the display unit ~~the currently displayed frame image~~ is not updated by a next frame image.

32. (Previously Presented) A communication apparatus according to Claim 31, wherein the symbol is an icon indicating a corresponding one of the plurality of communication terminals.

33. (Previously Presented) A communication apparatus according to Claim 31, wherein said notification unit does not perform notification when the frame rate is high, and performs notification when the frame rate is reduced.

34. (Previously Presented) A communication apparatus according to Claim 32, wherein the symbol in the first condition is a flashed icon.

35. (Currently Amended) A communication method comprising the steps of:

receiving frame images generated from a communication terminal;  
outputting the frame images received in said receiving step in order to  
display the frame images on a display unit; [[and]]  
detecting whether or not a current frame image displayed by the display unit  
is updated by a next frame image being received; and  
causing the display unit to display a symbol indicating an update state of the  
received frame images, ~~wherein the update state includes at least an updating state and a  
non-updating state, and~~ wherein the symbol is displayed on a predetermined area of the  
display unit at a time when the frame image is displayed ~~on the corresponding image  
display,~~  
wherein said causing the display unit to display a symbol causes ~~the display~~  
~~of the symbol~~ to be displayed in a first condition corresponding to ~~[[the]]~~ an updating state  
when the detecting detects that a current frame image displayed by the display unit ~~a frame  
image currently displayed on the corresponding image display~~ is updated by a next frame  
image, and causes ~~the display of the symbol~~ to be displayed in a second condition  
corresponding to ~~[[the]]~~ a non-updating state when the detecting detects that a current  
frame image displayed by the display unit ~~frame image currently displayed on the  
corresponding image display~~ is not updated by a next frame image.

36. (Currently Amended) A computer-readable storage medium  
storing a computer-executable program, said program comprising:  
reception code executable to receive frame images generated from a  
communication terminal;

output code executable to output the frame images received by said reception code in order to display the frame images on a display unit; [[and]]  
detection process code executable to detect whether or not a current frame image displayed by the display unit is updated by a next frame image being received; and  
notification code executable to cause the display unit to display a symbol indicating an update state of the received frame images, ~~wherein the update state includes at least an updating state and a non-updating state, and~~ wherein the symbol is displayed on a predetermined area of the display unit at a time when the received frame image is displayed ~~on the corresponding image display,~~  
wherein said notification code causes ~~the display of~~ the symbol to be displayed in a first condition corresponding to ~~[[the]]~~ an updating state when the detection process code detects that a current frame image displayed by the display unit ~~a frame image currently displayed on the corresponding image display~~ is updated by a next frame image, and causes ~~the display of~~ the symbol to be displayed in a second condition corresponding to ~~[[the]]~~ a non-updating state when the detection process code detects that a current frame image displayed by the display unit ~~frame image currently displayed on the corresponding image display~~ is not updated by a next frame image.

37. to 40. (Cancelled).